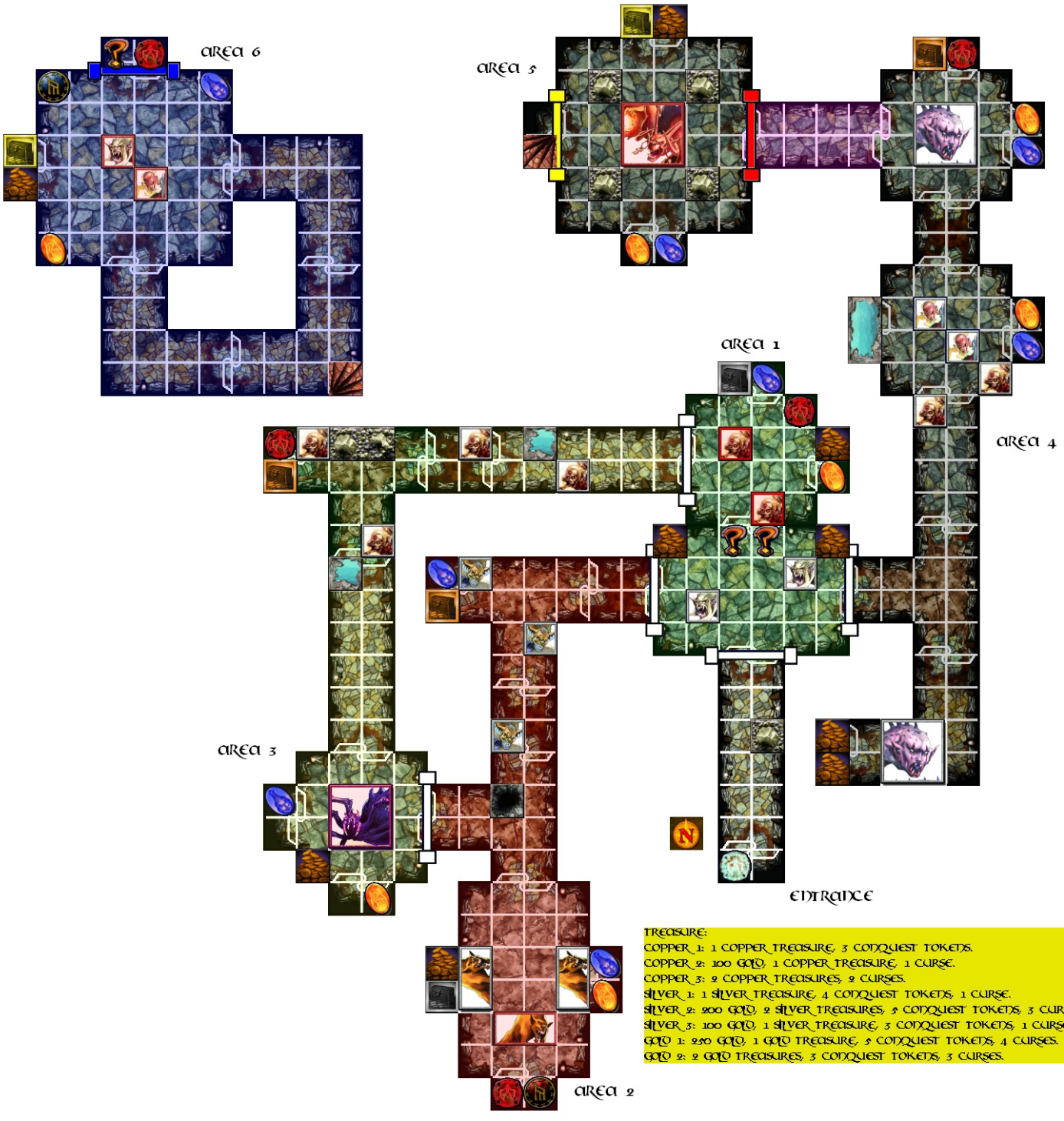

TREASURE:
COPPER_1: 1 COPPER_TREASURE, 3 CONQUEST TOKENS.
COPPER_2: 100 GOLD, 1 COPPER_TREASURE, 1 CURSE.
COPPER_3: 2 COPPER_TREASURES, 2 CURSES.
SILVER_1: 1 SILVER_TREASURE, 4 CONQUEST TOKENS, 1 CURSE.
SILVER_2: 200 GOLD, 2 SILVER_TREASURES, 5 CONQUEST TOKENS, 3 CURSES.
SILVER_3: 100 GOLD, 1 SILVER_TREASURE, 3 CONQUEST TOKENS, 1 CURSE.
GOLD 1: 250 GOLD, 1 GOLD TREASURE, 5 CONQUEST TOKENS, 4 CURSES.
GOLD 2: 2 GOLD TREASURES, 3 CONQUEST TOKENS, 3 CURSES.

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The Vile Necromancer

By TC Inc

Scenario Background

The call for heroes reaches out from a terrorized village. Your party arrives to discover a community in fear, plagued by an evil from the mountain foothills. You gather what information you can, and learn that creatures have been coming in the night and abducting villagers and stealing them away to the unknown. A search party was formed, and sent to track the creatures, but only one returned, though his mind was gone. He mumbled about an evil that would not die, and managed to complete a scrawled map on parchment before he expired. This map may lead you to the evil that has been feeding on this innocent village. Whether you go for the good of the village, or for the wondrous treasures that surely must lie within, you know also you must prepare yourself well.

Mission Goals

You must discover and destroy the source of evil that has established its reign of terror here. Though the village has offered no immediate reward, you know that whatever force has nested itself here must have its own wealth for you to claim.

The party of characters start with 5 conquest tokens. If they loose them all, they fail in their quest.

Each hero will start with 550gp, and is able to spend it on any available normal item, as well as any potions or draws from the copper or silver treasure decks. They may also purchase trait training.

The Overlord will draw an additional +1 card and +1 threat tokens per player. This is a total of 3 cards and 8 threat tokens per turn for a full party of heroes.

Entrance

After trekking into the wild, you have come across a cave entrance that reeks of death. The map stops here as well, so you have entered the cave hoping to find your glory. The cave quickly turns from raw to hewn stone and the cavern becomes a corridor ending in a single door, battered and oaken, a pair of iron supports holding it together. In your torchlight, you see nothing more.

Area 1: Minion's Greeting

A great hall opens before you, dimly lit with some magical light with no known source. To the far end of the room you see a great wall, covered in many spikes and edges, bloodstained and vile. Narrow slits are carved into the wall, with darkness beyond. Beastmen guards immediately rise at your approach and attack.

Important: The area's marked with "?" indicates the great war-wall. It is considered an impassable obstacle from the chamber of the beastmen, though it does not prevent line of sight from the chamber of the skeleton archers. As with normal obstacles, there is no way to pass them, even for characters and creatures with flight or acrobatics.

Area 2: Den of Fire

The door opens and you are blasted by a wave of heat and filth. Small fires are blazing throughout the corridor; even the walls are hot to the touch. Bat-like creatures, crimson with great white fangs turn and pierce you with aggravated cries. The sound of howling and barking soon erupts from down the sweltering corridor.

Important: Any time a character ends his turn in this area, they must roll a power die. If they roll a blank, they must take 1 point of damage due to the intense heat of the corridor. The creatures that live in this area are immune to this effect, though creatures from other areas are not.

Area 3: Charolette's Web

The dungeon changes its features back once more to something close to a cavern with many stalagmites and stalactites decorating the room. Webbing is strewn and spun from one corner to the next in an attempt to catch any fly who seeks passage. Many bulbous shapes hang from the ceiling, lifeless with dark spots bleeding through their cocoon. Suddenly a great arachnid with malice and hate in its eyes descends from lurking above and advances upon you.

Area 4: Arcane University

Many small dancing lights illuminate this area, showing the abundance of bookshelves, stocked with ancient texts. Desktops and workbenches line the corridors as well, alchemical equipment and smoking pots tinting the room with a purple haze. From the intersection ahead a droning chanting suddenly stops and a great rattling reverberates throughout the entire area.

Area 5: Ring of Doom

A great white circle, inscribed with ancient runes and glowing glyphs surrounds a creature of fire and chaos. The creature bellows a great shriek at your entrance, fire burning in it s eyes and a great blade drawn to kill. It shouts, You shall not pass! , and begins to call upon the powers of darkness in some abyssal tongue.

Important: Read when the demon is defeated:

The creature falls, though before it meets the ground it vaporizes in a foul cloud of black. It begins to swirl and funnel into the great white rune circle, and before it goes it cries, "Beware the foes that do not fall! Seek to find what contains the secret to their life!" and just as suddenly, it disappears. A faint "click" is heard to the west.

Important: The faint click is the Yellow Rune Door unlocking.

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Area 6: The Necromancer!

Important: The Master Wizard is the Vile Necromancer, who emits an aura of death. All those allied to him within 3 spaces (los not required) are treated as having the Undying ability. When they rise, they are zombie version of their living selves, though with all the same abilities. The ? beyond the Blue Rune Door is the Necromancers Phylactery, the container of his life essence. Until that is destroyed, he cannot be hurt, and though he seems to take damage initially, he clearly regenerates it faster than the wound registers pain. Once the phylactery is destroyed, he becomes completely vulnerable to injury.

In addition to his death aura and the phylactery, The Necromancer has normal stats for a Master Wizard, but can also summon creatures to aid him. Once per round instead of attacking, he can summon:
1. 2 skeleton archers and a Master skeleton archer.
2. A Master Wizard (lich)
These creatures are summoned by the wizard and can be placed anywhere within the Necromancer s line of sight.

The stairs descend to passages that extend to the north and west. A commanding voice, like a chisel on stone, growls orders at unknown minions. A sudden roar and a deep voice interrupts, Master, they are here!

Important: Read when the first character gains line of sight to the necromancer:

The vile necromancer is before you, the impossibly dark in the given light of his laboratory. The shadows dance around him, and a murky mist of black seems to surround him twisting the features of those nearby. He appears pale and dead, as do those that aid him.

Important: Read when any hero inflicts at least 1 damage to the necromancer:

Your atttack against the necromancer tears into his flesh, though the vile worshiper of death does not seem to notice. As the necromancer continues to combat you, the wound you just inflicted instantly heals. Is it true that this creature cannot be killed? Perhaps there is another way, something that you must do first...

Important: Read when any hero ends their turn on the "?" space:

Beyond the Rune Door, a glowing sphere beset with many jewels sparkles with a light created of its own. The Necromancer screeches, NO! but that only leads you to knowing it must be of vital import to him, and you lift your weapon and bring it down smashing the enchanted gemstone with a mighty force. When it shatters, it emits a white light that pulses through the room. Turning to the Necromancer, he suddenly looks very afraid, and very mortal.

Important: When the Necromancer is finally slain:

The Necromancer falls against the stone floor, still gasping for life in a pool of his own blood. He mutters incoherently as he tries to crawl away. He only manages a to drag himself a few feet before he suddenly quivers and lies still. You hear him faintly mutter, I& would ve& gotten& away with it& if it wasn t& for& you nosy& and then he finally dies.

Now that the battle has ended, you have a chance to view your surroundings. You stand in what appears to be some laboratory, with several beds with corpses tied down to them. Whatever vile experimentation he was performing on the villagers is now done, thanks to you.

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